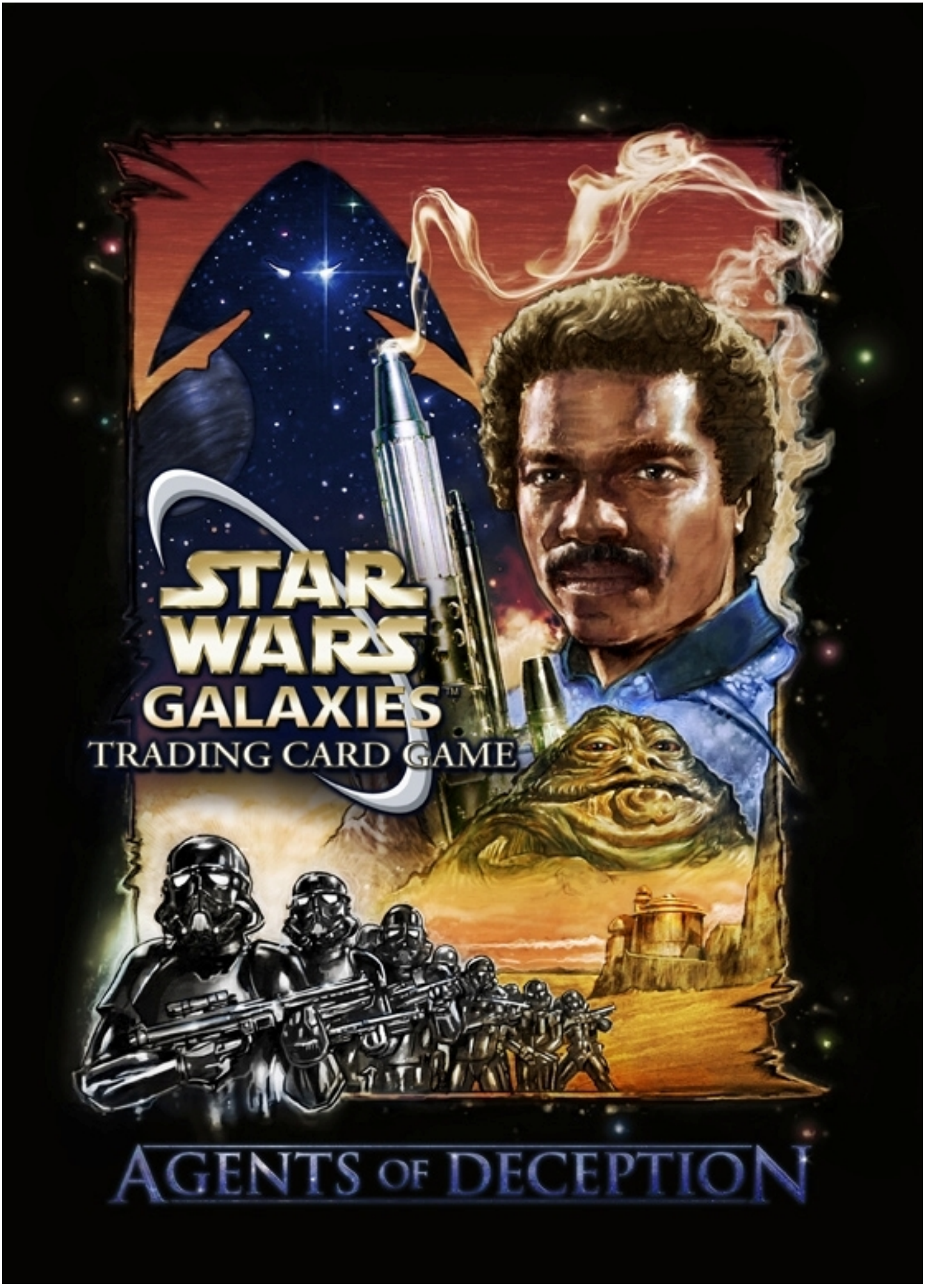

STAR WARS
GALAXIES
TRADING CARD GAME
AGENTS OF DECEPTION

Agents of Deception Campaign

Slaving, spice mining, smuggling, gun-running... whenever there is demand for a product, someone will supply the goods. As the Galactic Civil War between the Rebel Alliance and the Empire continues, the forces of law and order struggle to control the growth of the lucrative and dangerous smuggling market. A large shipment of ryll is missing, and both sides are looking for it. The Alliance wants to return it to the medical facility it was intended for, and the Empire wants to impound it as contraband.



Dark Side Campaign: Locate Missing Contraband

Working for the Imperial Security Bureau, you must track down a medical shipment of ryll before it falls into the wrong hands. Rebel hands. The trail has gone cold at Jabba's Palace, and the ISB wants you to infiltrate the crime syndicate and track down the cargo. The trail leads to Smuggler's Run, which is not a favorite destination among Imperial officers. The hundreds of smugglers who live there make short work of any authority figure that wanders in. As you track this cargo, you will cross paths with a Rebel strike force and a group of renowned smugglers, all going for the same treasure.



Scenario 1: Majordomo

Get a false identity from your Imperial contact and enter Jabba's Palace on Tatooine.

Jeffren Brek, a captain with the Imperial Security Bureau, meets you at the Mos Eisley spaceport. He offers you a datapad and ID card. The bureau has created an undercover identity for you. Here is some false information that you can use to get classified data discs to bargain with. This should get you into Jabba's Palace where you can find out more about the ryll. I'll be investigating some other leads myself, but get back in touch with me when you can.'

The next day, disguised as a smuggler, you hold your ID card up to the gatekeeper droid at Jabba's fortress in the Dune Sea. After some disagreeable squawking, the droid finally opens the door.

You mingle with the many criminals circulating inside the palace. Posing as a simple 'merchant' from Corellia looking for work, you ask about the missing ryll shipment. Many are interested, but none has any information for you.

You're enjoying a private concert by Max Rebo's band when you feel a tap on the shoulder. Jabba's majordomo. Bib Fortuna, crooks a finger at you and you have no choice but to go with him. 'New here, aren't you?' asks the Twi'lek. 'Sorry I couldn't meet you at the door. Come with me.'

He takes you into a private office with a couple of guards nearby. 'Let's talk about your experience.' Fortuna listens in sinister fashion while you try to remember the details of your cover story. You think it's going well until he says, 'I make it my business to know things about people like you. I'm unfamiliar with all of the references you've supplied.'

The Twi'lek rises to his feet. 'I do have a job for you though — rancor food.' He presses a button under the table, and the guards run into his office. You're not going to talk your way out of this.



You fight your way through Fortuna's guards and make your way to the vehicle hangar. Next to Jabba's massive sail barge is a swoop bike, and you jump on and fire it up. Cranking the throttle you blast out of Jabba's Palace and head towards Mos Eisley. You quickly reach the limit of your swoop piloting skills, and barely manage a crash landing in a dead end alley. Bruised and battered, you dust yourself off and call this a fine escape.



Scenario 2: Alley Arrest

Face a tough CorSec officer while trapped in a dead-end alley in Mos Eisley.

You're in a dead-end alley in Mos Eisley. Your crashed swoop bike is beyond repair. You wait for a few moments to make sure that Jabba's guards haven't followed you. During your investigation, you scored chemical agents that you can use to get some chemical warheads. When you finally decide to leave the alley several figures step in your way. Judging from their body armor and the blasters they're packing, you figure you're in big trouble.

One of them steps forward. 'Major Walden, CorSec,' she says, showing you an ID badge. 'We'd like to ask you a few questions about a missing ryll shipment.'

'I'm just a simple merchant--' you begin. 'That's enough,' she interrupts. 'We know you're a smuggler. There's a warrant out for your arrest on Corellia.' Your cover story wasn't good enough to convince Jabba's majordomo, but it's good enough to get you arrested by CorSec.

You quickly evaluate your options. Explaining to her that you're not really a smuggler and actually working undercover for the Imperial Security Bureau doesn't seem like a good choice. They have your exit blocked, so you'll have to fight your way out.



With your back to the wall, you put up a fierce defense. When the fighting stops, you look around to see you're the only one standing. You take a moment to search the CorSec agents, and find a datapad on Walden. Some of them start to wake up, so you rush out of the alley. You compose yourself and try not to act like a wanted criminal as you stroll away as quickly as possible.



Scenario 3: Rebel on the Trail

Get the jump on a group of Rebels looking for the same shipment you are.

When you're convinced that the CorSec agents aren't following, you take a moment to examine the datapad you took from them. The warrant for your smuggler cover story details quite a career, and you wonder if it's based on a real criminal. If things get worse, you can always call Lando for a favor and get some smugglers to help.

Another file describes an Alliance major named Coret Bhan who's on the trail of the ryll shipment. Walden was supposed to meet him at a landing pad here in Mos Eisley. Looks like she's going to be late for that meet, but you still have time to check it out. You decide to contact Captain Brek to give him an update, but he's not available. Perhaps he's following up on a different lead.

When you get to the landing pad, you hear the whine of blaster fire. Peeking around the corner, you see Bhan and a few Rebels holding smoking pistols. Lying on the ground around them is what seems to be a band of smugglers. Some of them were carrying crates. They were probably trying to leave the spaceport.

The Rebels look tired and wounded. You decide this is a good a time to get the drop on Coret Bhan. Arming yourself, you step around the corner. 'I have a message from Major Walden,' you say. 'She's going to be a little late. I left her bleeding in an alley'. This gets the attention of the Rebels, but you're aiming at their leader. 'Tell me what you know and I'll be nicer to you.'

'Here's what I know,' says Bhan. 'I don't deal with scum like you.' In a flash, he readies his blaster and fires. The battle begins.



The Rebel commandos put up a strong defense, but they're weakened from the previous firefight. Soon, you're the only one left standing. Major Bhan survives, and you grill him for information. 'What do you know about the missing ryll shipment?' His answer is nothing but an angry glare.

You turn your attention to another Rebel, wounded and lying in a pool of blood. He looks young and scared. Before you can ask him anything, he blurts out, 'When the Major meets Han Solo on Corellia, they'll get that ryll before you do!' Bhan says, 'Shut up, corporal!' You smile and give a salute to the wounded Rebels. 'Thanks boys, I'll be moving on now.' They're too weak to do anything about it.



Scenario 4: Tag the Scoundrel

Confront Han Solo and some of his friends in a cantina on Corellia.



You travel to Corellia and try to deduce where you can find Han Solo. As a former smuggler, he could be found in a back-street cantina full of criminals. Lately though. Solo has been respectably working for the Rebel Alliance. You suppose his shady past will keep him out of the finer places, so you choose establishments somewhere between elegance and villainy.

Using unauthorized access, you obtain a few account access data cards to bargain with. Garbed in your smuggler persona, you have to visit only a couple of cantinas before you find Han Solo. He sits at a table alone and when you approach, he seems puzzled. 'Hey actually I'm waiting for somebody, so move along, buddy' You smile and say, 'I just need a few moments of your time. How about a round of drinks?' Solo grins and says, 'Okay, now you're talking. Have a seat!'

You steer the conversation to the subject of the missing ryll shipment. I'm sure lots of people would be interested in something like that,' says Solo. Someone stops by and whispers to him. You recognize Solo's friend and fellow smuggler Col Serra.

A look of surprise crosses Solo's face and he looks at you. His hand goes to his blaster. 'Looks like you bushwhacked the guy I was supposed to meet,' he says. You see a few Rebels enter the cantina with blasters drawn.

'You got me all wrong. Solo,' you say. I'm a businessman, that's all.' He says, 'Why don't you tell us who you really work for?' You can see this conversation is going nowhere.



You're able to subdue Solo and his Rebel friends. Picking himself up off the floor, Solo says, 'Alright, let's call this off and call it even. I've got a few other deals going, so losing this one is no big deal.' You back off and decide to let him go — especially since you've planted a homing beacon on him.

Scenario 5: Meet the Baron

Find the shipment in a dangerous asteroid belt and battle the smugglers that are loading it.



Han Solo leaves Corellia and heads for the planet Wrea as you follow him with your homing beacon. The asteroid belt known as Smuggler's Run is in the same system, and that's where Solo goes. This belt is home to hundreds of smugglers, and nearly impossible to navigate. While you're there, you call a favor to find some smugglers to help.

You hire a fast light freighter and a hotshot pilot who takes you into the Run to find Solo. 'This is gonna cost extra,' says your pilot when you determine Solo's destination — an asteroid called Skip 52. 'It's surrounded by rock storms, and getting in there will be tough,' the pilot says. I'll give you a thousand extra credits if you get us in there safely,' you tell him. He seems satisfied.

After a terrifying final approach, your pilot sets the freighter down in a hollowed-out asteroid. In a large chamber, you find Lando Calrissian, Han Solo, and a group of Rebels beginning to load crates of ryll aboard the Millennium Falcon. This is the missing shipment that the ISB is looking for.

Occupied with loading the cargo, the Rebels don't notice your arrival. You position yourselves to arrange the ambush. When everyone is ready you shout, Tm taking possession of this shipment.' They stop loading the crates, but don't throw down their blasters. 'You again,' says Solo. 'You don't give up easy, do you?'

'Put down your weapons and nobody gets hurt,' you say. The two ex-smugglers exchange a glance. 'Not a chance,' says Calrissian. The Rebels draw their blasters and choose to do things the hard way.



Blaster bolts ricochet all around the cavern as the firefight continues. You gain the upper hand and it looks like the Rebels have no chance. Solo and Calrissian decide to cut their losses and run up the ramp to board the Millennium Falcon. They'll get away with a few crates of ryll, but you'll capture the rest, so you let them go.

In a few days, you're delivering the ryll shipment to Captain Brek in Mos Eisley. 'I have to admit, I brawled with those smuggler thugs, and they got the best of me,' says Brek. 'You've done a good job and a service to the Empire.'